# voyeur II

Watching is not enough...

PHILIPS

# SYSTEM REQUIREMENTS

PC
486/DX2/66 MHz processor or higher
8MB RAM
MS DOS 6.22 or DOS 7 (WIN 3.1/WIN 95)
Double-speed CD-ROM (300k/Sec)
VGA or SVGA card
SoundBlaster® or compatible
Hard drive with 1MB free space
MSCDEX version 2.2 or higher
Mouse and mouse driver

MAC
Minimum 040 33/66MHz processor or better
640x480
Thousands of colors (16-bit color)
Quicktime® 2.1
Sound Manager 3.1
Double- speed CD ROM performing at
 300k/Sec transfer rate
System 7.1 or later
8MB RAM
Mouse

# INSTALLATION

Be sure to read the README.TXT located on the first CD file for the latest information on installing VOYEUR II.

**WIN 3.1**
Place Disc One into your CD drive. Select RUN from the File menu.

Select BROWSE from the Run dialogue box.

Select the drive designating your CD-ROM drive. A list of VOYEUR II files will appear.

Select SETUP.EXE and press ENTER.  Follow the on-screen instructions and

respond to the prompts. A directory called VOYEUR II will be created, files will be copied from the CD-ROM to your hard drive, an icon will be created and your sound setup will be configured. (We recommend the SoundBlaster or 100% compatible sound card rather than the SoundBlaster 16 driver.)

After VOYEUR II has been installed, run the game by clicking on the VOYEUR II icon in the InterWeave Entertainment Program Group.

If you've already installed VOYEUR II, double-click the VOYEUR II icon to start the game.


## WIN 95

Place Disc One into your CD drive. Double-click on the MY COMPUTER icon.

Select the drive designating your CD-ROM drive. Double-click on the SETUP icon.

Follow the on-screen instructions and respond to the prompts. A directory called VOYEUR II will be created, files will be copied from the CD-ROM to your hard drive, an icon will be created and your sound setup will be configured. (We recommend the SoundBlaster or 100% compatible sound card rather than the SoundBlaster 16 driver.)

After VOYEUR II has been installed, run the game by clicking on the VOYEUR II icon in the InterWeave Entertainment Program Group.

If you've already installed VOYEUR II, double-click the VOYEUR II icon to start the game.

## DOS

Place Disc One into your CD drive.

Type D: (or in place of the D, the letter designating your CD-ROM drive) and press ENTER.

Type INSTALL and press ENTER.

Follow the on-screen instructions and respond to the prompts. A directory called VOYEUR II will be created, files will be copied from the CD-ROM to your hard drive, and your sound setup will be configured. (We recommend the SoundBlaster or 100% compatible sound card rather than the SoundBlaster 16 driver.)

After VOYEUR II has been installed, the game will start automatically.

If you've already installed VOYEUR II, type V2 at the VOYEUR II prompt.

## MAC

For maximum performance, we recommend you disable all unnecessary extensions including Virtual Memory, File Sharing and AppleTalk. Open the Control Panels folder and make sure that Virtual Memory, File Sharing and AppleTalk are turned OFF. (If Virtual Memory cannot be turned off on your system, reduce it to the minimum possible size). If your CD-ROM drive has a memory cache option, make sure that it is turned OFF.

Place Disc One into your CD drive. Once the VOYEUR II CD has mounted, a window will open automatically with the VOYEUR II installer and QuickTime Extensions Folder inside.

If you do not have QuickTime 2.1 and Sound Manager 3.1, open the QuickTime Extensions Folder by double clicking it. Copy the contents into the Extensions Folder in your System Folder by dragging the icons from the VOYEUR II CD window onto the unopened System Folder on your start-up disk. A dialog will ask if it is OK to put this file in the Extensions Folder inside your System Folder. Click OK. A second dialog may appear warning you that an older version already exists and asking if it is OK to replace it with the newer version. Click OK.

NOTE: You must then restart your computer for the installation to take effect.

Double-click the VOYEUR II installer. Select the drive and/or folder in which you wish to install VOYEUR II. We suggest making a new folder titled VOYEUR II. Click OK.

A dialog will ask if you'd like to save the cabin video to your hard drive. For faster performance, select YES. (20MB required)

If you have more than one monitor, a dialog will ask you to specify which you want to use. Select a number and click OK.

Go to the location on your hard drive where you installed the VOYEUR II application. Double-click the VOYEUR II icon to start the game.

Double-click the VOYEUR II application icon on your hard drive to start the game.

## PLAYING VOYEUR II
## FOR THE FIRST TIME

The object of the game is to prevent Elizabeth's murder and expose Everett's killer while obtaining evidence which proves to the Sheriff that your actions in doing so were justified.

Before playing the game, read the Voyeur's diary (see page 10). It will help cast you in the role of the Voyeur. You may even discover clues there.
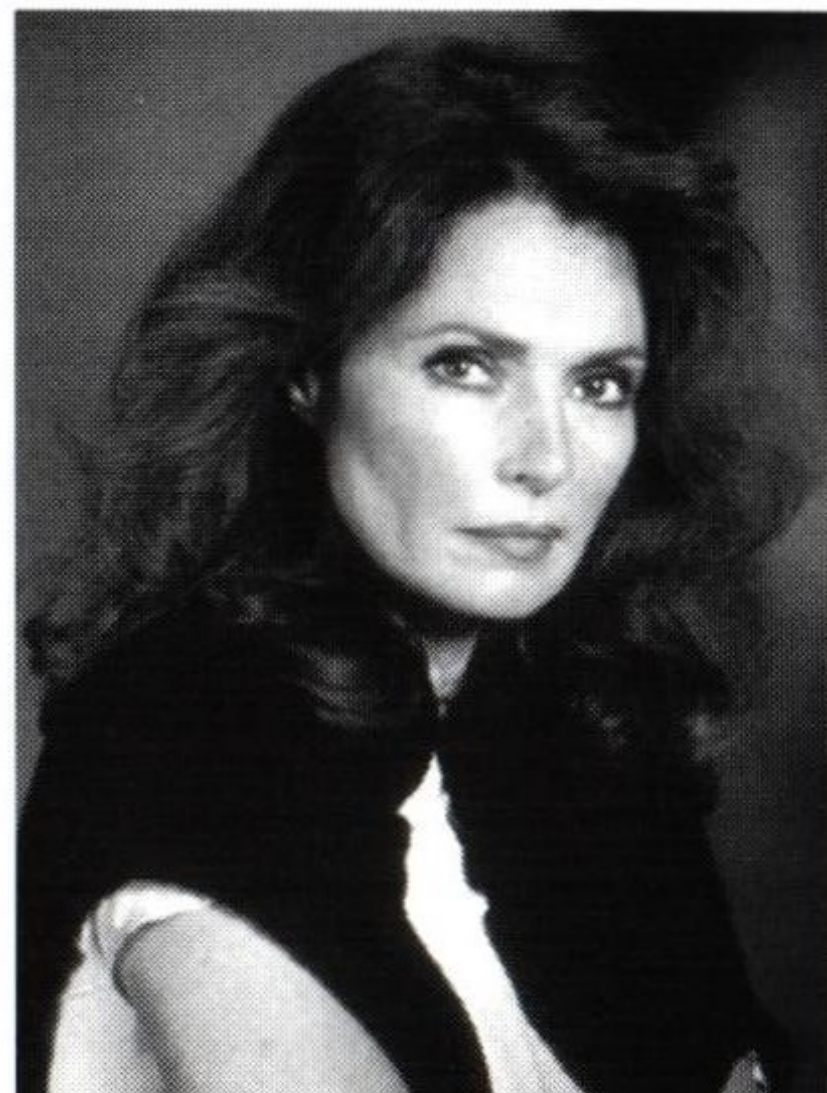
The lock out panel offers adults the option to control family use of the program. To unlock the disc, enter 3333 and select the ACCEPT button. To change the lock-out code, select the NEW CODE button, enter the current code and select ACCEPT. Then enter your new code and select ACCEPT again to start the opening sequence.

At the end of the opening sequence you will find yourself sitting behind your video camera pointed at the Cussler house. In subsequent games a couple of mouse clicks will skip the opening sequence and take you directly to your camera. (But don't assume that any part of VOYEUR II is strategically unimportant.)

- Control the cursor by moving your mouse around.

- When the cursor highlights gold you can click (left button on PC version) to get a closer look at an object, or pick it up or use it.

- The cursor will change shape to point left or right when placed near the edges of the screen. Click the mouse button to move in that direction.

Click on the camera and you'll lean in to the viewfinder to see a panable view of Elizabeth's house.

- Use your mouse to pan the camera crosshairs over a room window and click. You will zoom in to a closer view of the room and record any action going on inside.

- Zoom out of a room at any time by clicking the mouse button.

- Return to the cabin by panning to any far edge of the house and clicking the mouse button.



- You can Quit or Pause the game by selecting the coffee cup on the Voyeur's desk. On the Macintosh version, you can also quit by using the key combination <Command-Q>.
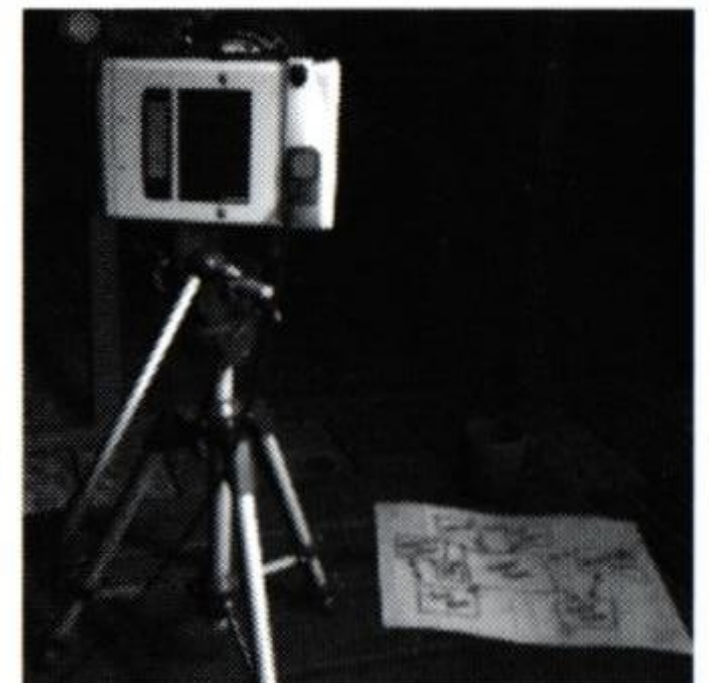
Expect to play VOYEUR II more than once. The game cannot be saved and is designed to be played from beginning to end every time. Initially, that time will be very short — about 20 minutes. Don't expect to win in one play. Replay the game after you've had time to digest whatever story you've seen so far.
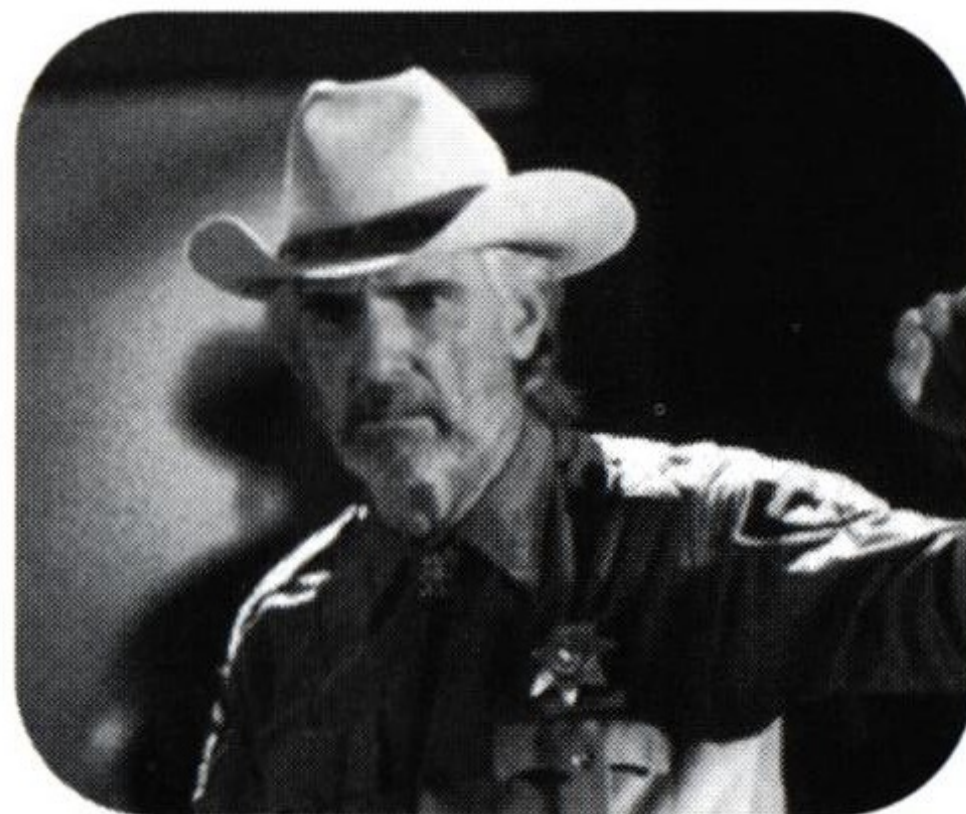
If you get the same ending repeatedly, you are making fundamental mistakes in gameplay and should examine your strategy and objectives. Remember that the game is ultimately won and lost with the story puzzle; therefore, it is important to pay close attention to the dialogue as many intertextual clues are hidden there.

As you begin to piece together the story and move toward winning the game, different endings will provide you with additional clues as to where you went wrong or what you did right and what you should try to do next.

Try playing VOYEUR II with an ensemble of friends. As the audience trades strategies and argues over what to do next, you'll find yourself drawn even more into the puzzle of the drama.

# Diary

This cabin was built by my grandfather. He kept it as a hunting lodge back when killing an animal was legal in these parts. When they passed the anti-hunting ordinance, he locked his prized rifle away for good. I took the cabin as my home because he said it suited me.

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My days are spent out among the rocks and grasses of this canyon photographing birds, deer, anything that crosses my camera. At night I study the slides from my recent work or listen to the local radio talk show — when it comes in. Some say I live a lonely life... I wonder if they're right.

I heard on the radio today that someone named Cussler bought the land on the opposite ridge. I felt as if I'd read my own obituary. What will it be like to share this canyon with someone else? .... to no longer be alone?

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Lately, hardly a day goes by without some construction worker wandering past my lens. It's turned me into a bit of a snoop. I find myself fascinated by the day-to-day activities of strangers 3000 feet away.

They moved in today. I secretly photographed them from my perch as they settled into their new home. It appears only two of them will be there with any regularity. But I know the others will come.

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What has happened to me? There was a time when I could think of nothing but my work. The days would just slip by. All that mattered was getting a glimpse of some creature from the wild, capturing it on film, recording its call. Now I wait for night. I wait endless hours for the sun to go down. I wait for another chance to watch them.

What you have to understand is that they invaded my privacy first. This was my land. My sanctuary. Don't you see? I felt violated. I had to know who was responsible.

Who am I trying to convince?

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I ordered a video camera. It's got a long-range lens. And a microphone you can control by remote. Since I first came out here, all I've had is a 35mm camera, and it has served me well. But now it feels like projecting slides on a screen can't bring me close enough to my subjects.

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There's a science to this. Just by knowing which door leads to which hallway, I can anticipate their every move. I even made a map to keep track. Sometimes, when one of them disappears and I'm left wondering in what hidden place they lurk. I watch the Great Room, knowing eventually someone will pass through.

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There are times when I stare into an empty room and hours pass without my noticing.

Am I being consumed by this? The other night my video camera suddenly went dead. I became enraged. I felt as if my lifeline had been cut. Tonight I am sacrificing my usual routine so that I might stretch my ration of solar power across the span of a whole night. Maybe I should quit this, have a cup of coffee and return to my life.

What fascinates me is how easy it is to misconstrue circumstances of which I've only witnessed a part.

The woman, in particular, intrigues me. There are moments, when she's alone, that I'd swear she looks right at me. Then, when he is there, I fantasize that she speaks to me through him — that the words she speaks to him are also for me.

He's hiding something from her. I can see it in his face when he stares out at the canyon. A darkness. A fear. But she doesn't see it. Why does he turn his back to her? Am I to be the only witness?

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Producer . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .Carrie Buse
Designers . . . . . . . . . . . . . . . .Rick Weaver, Carrie Buse, Robert Weaver
Writers . . . . . . . . . . . . . . . . . . . .Heidi Sorensen and Robert Weaver,
. . . . . . . . . . . . . . . . . . . . . . . . . . . . .Carrie Buse, Rick Weaver
Director of Technology . . . . . . . . . . . . . . . . . . . . . . . . .Gary B.Smith
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Associate Producer . . . . . . . . . . . . . . . . . . . . . . . . .Heide Waldbaum
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Production Designer . . . . . . . . . . . . . . . . . . . . . . . . .Colin de Rouin
Editors . . . . . . . . . . . . . . . . . . . . .Robby Robfogel and Robert Weaver

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